design

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MainMenu

- wordGame:WordGame
- statistics:Statistics
- settings:GameSettings

+ selectOption()
+ playWordGame()
+ viewStatistics()
+ gameSettings()

Statistics

gameScoreStatisticsGameScoreStatistics
wordStatistics:WordStatistics

+ viewGameStatistics()
+viewWordStatistics()

GameScoreStatistics

- finalScores:List<Integer>
- resetCounts:List<Integer>
- wordCounts:List<Integer>
- sizeList:List<Integer>
- minutesLIst:List<Integer>
- highestWordsList:List<String>

+ updateScores(score:Integer)
+ updateResetCounts(resetCount:Integer)
+ updateWordCounts(wordCount:cGwInteger)
+ sort()
+ displayStatistics()
+ viewSettings()

WordStatistics

- wordMap:Map<String,Integer>

+ updateWordMap(word:String)
+ sort()
+ displayStatistics()

GameSettings

- minutes:int = 3
- size:int = 4
- weights:int[] = 1

WordGame

- board:char[][]
- settings:GameSettings
- gameScoreStatistics:GameScoreStatistics
- wordStatistics:WordStatistics
- timer:Timer
- minutes:int
- points:int = 0
- words:List<String>
- rerollCount:int

+ setupBoard()
+ reroll()
+ enterWord()
+ displayScore()
+ updateGameStatistics()
+ updateWordStatistics()
+ exit()

ViewStatistics()

viewGameStatistics()

updateGameStatistics()

viewWordStatistics()

gameSettings()

playWordGame()

Get Settings

updateWordStatistics()

1 1 1 1 1 1 1 1 1 1 1..* 1..* 0..* 0..* 1